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**1** Meeting technology challenges of pervasive augmented reality games

◈ Wolfgang Broll, Jan Ohlenburg, Irma Lindt, Iris Herbst, Anne-Kathrin Braun

October 2006   NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games

**Publisher:** ACM

Full text available: 📄 pdf(370.77 KB)   Additional Information: full citation, abstract, references, index terms

**Bibliometrics**: Downloads (6 Weeks): 12,   Downloads (12 Months): 484,   Citation Count: 0

Pervasive games provide a new type of game combining new technologies with the real environment of the players. While this already poses new challenges to the game developer, requirements are even higher for pervasive Augmented Reality games, where the ...

Keywords: augmented reality, mixed reality, pervasive gaming, ubiquitous computing

**2** Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August        SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
2004
**Publisher:** ACM

Full text available: pdf(17.07 MB)        Additional Information: full citation, abstract, cited by

**Bibliometrics:** Downloads (6 Weeks): 57,   Downloads (12 Months): 1315,   Citation Count: 4

> Level set methods, an important class of partial differential equation (PDE) methods,
> define dynamic surfaces implicitly as the level set (iso-surface) of a sampled,
> evolving nD function. The course begins with preparatory material that introduces
> the ...

**3** Communicating user's focus of attention by image processing as input for a
mobile museum guide

Adriano Albertini, Roberto Brunelli, Oliviero Stock, Massimo Zancanaro
January        IUI '05: Proceedings of the 10th international conference on Intelligent
2005           user interfaces
**Publisher:** ACM

Full text available: pdf(204.31 KB)        Additional Information: full citation, abstract, references, index terms

**Bibliometrics:** Downloads (6 Weeks): 2,   Downloads (12 Months): 32,   Citation Count: 1

> The paper presents a first prototype of a handheld museum guide delivering
> contextualized information based on the recognition of drawing details selected by
> the user through the guide camera. The resulting interaction modality has been
> analyzed and ...
>
> Keywords: appearance-based recognition, human-machine interaction, machine
> learning

**4** Exploiting perception in high-fidelity virtual environments
**Additional presentations from the 24th course are available on the citation
page**

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July       SIGGRAPH '06: ACM SIGGRAPH 2006 Courses
2006
**Publisher:** ACM

Additional Information: full citation, appendices and
                                    supplements, abstract,
Full text available: pdf(5.07 MB)  mov(68:6     references, cited by, index
                     MIN)                        terms

**Bibliometrics:** Downloads (6 Weeks): 102,   Downloads (12 Months): 1805,   Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

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